GRYZOR

COIN-OP ACTION FROM KONAMI

The Durrs from the Planet Suna have infiltrated Earth's defensive forces, have set up a strong-hold in an unchartered region on our planet and have assembled an atmosphere processing plant (APP) which gives them the facility to control the planet's weather conditions. Their plan is to bring about another ice age and thereby take over Earth and all its resources. You are Lance Gryzor, a member of the Federation for Earth's Defences (FED). Having discovered the evil intention of the Durrs, you must infiltrate the strong-hold; make your way through the fortification, past the androids and into the heart of the complex to destroy the APP. You will encounter many dangers and numerous weapons systems together with deadly tunnels and awkward mazes. As you get closer to the heart of the complex, you will find that the APP has already started its dastardly work and if you manage to pass the ice region you will then encounter a labyrinth of pipes and ducts, only then you realise the danger has just begun. For the aliens incarnate will reveal themselves and you will be pitted against the most deadly foe ever known to man!

There is only one man who could ever hope to accomplish this mission his name... Lance Gryzor!

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction – PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

DISK

Select 64 mode., Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD"*",8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

COMBAT SCHOOL DEMO

Following Gryzor on side B of the tape there is a short demonstration of the Konami coin-op hit Combat School. To load, follow the loading instructions as normal—the demonstration can be played with joystick only.
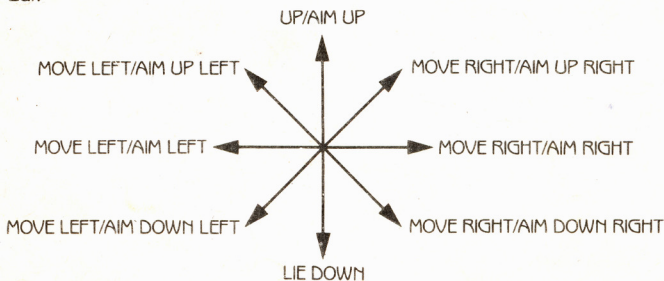
DISK (side B)

To load the demo type LOAD"*",8,1 and press return.

PLAYER SELECTIONS

ONE or TWO player options may be selected from the menu at the start of the game.

CONTROLS

Gameplay is controlled by a combination of joystick (Port two), and the Space Bar.

FIRE – FIRE WEAPON
SPACEBAR – JUMP
SPACEBAR AND DOWN – JUMP DOWN

In addition, pressing RUN – STOP during play will PAUSE THE GAME. Once paused, a further RUN – STOP will abort the game, whilst any movement selection will allow it to continue.

STATUS and SCORING

An area at the top of the SCREEN displays scores, the number of lives remaining and information regarding your current weapons. A flashing weapon name denotes that you have RAPID-FIRE status and should you be able to obtain a BARRIER shield, this will flash faster as invulnerability time decreases. On tunnel scenes, a clock to the right of the playing area displays the time remaining. Going over the limit will lose a life.

An extra life is awarded at the end of each section, but no extra lives are awarded on a POINTS basis.

GAMEPLAY

The game is made up of three sections. In the first two sections you have to destroy the two outposts that the enemy have built. In the last section you have to destroy the enemy atmosphere processor and mother-ship.

The first section comprises of three scenes. In the first you must fight your way along a scrolling landscape to the enemy base and blow a hole in the wall to gain entrance. In the second scene you must follow your map through heavily defended tunnels to the control room. In the third scene you must destroy the control room itself.

The second section is laid out in a similar way to the first as you endeavour to destroy the second, stronger, enemy outpost.

The third section comprises of two scenes. In the first you must fight your way through the atmosphere processing plant to reach the enemy mother-ship. In the second you must fight your way to the heart of the ship and destroy it.

On your way you will encounter weapons stores/carriers, when these are shot they release a 'weapon's capsule'. Running over this will give you the weapon contained within. The four extra weapons available above your standard rifle are –

1. rapid fire
2. scatter gun (fires in three directions)
3. laser gun
4. barrier (makes you invulnerable for a short time).

HINTS AND TIPS

★ Learn where to pick up better weaponry.
★ Certain characters in the tunnel may yield weapons if shot.
★ Disable "scatter cannons" first on the static screens.
★ Shoot everything!

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CREDITS
Programmed by Colin Porch and David Blake
Graphics by Steve Wahid
Music by Martin Galway
Produced by D.C. Ward
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